

1 IN THE CLAIMS:

2 1-16 Canceled.

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4 17. (Previously Presented) A gaming method, comprising the steps of:
5 generating a first game, wherein a play in the first game comprises randomly generating a
6 first game result;
7 associating a first particular game result with a win of the first game;
8 generating a bonus game, wherein the bonus game comprises non-randomly generating a
9 bonus game result, and wherein non-randomly generating the bonus game result comprises
10 associating a second particular first game result with generating a count value; and
11 associating exceeding a particular count value with a win of the bonus game.
12

13 18. (Previously Presented) The method of claim 17, wherein non-randomly generating the
14 bonus game result comprises:
15 associating a bonus hit value with the second particular first game result; and
16 generating the count value of combining the bonus hit value with a common bonus
17 counter value, wherein the common bonus counter value is associated with bonus hit values
18 generated by one or more gaming machines in a system of linked gaming machines.
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20 19. (Previously Presented) The method of claim 17, wherein non-randomly generating the
21 bonus game result comprises:
22 associating a bonus hit value with the second particular first game result;

1 incrementing a hit counter value in a particular gaming machine; and
2 generating the count value by combining the bonus hit value, the hit counter value, and a
3 common bonus counter value, wherein the common bonus counter value is associated with bonus
4 hit values generated by one or more gaming machines in a system of linked gaming machines,
5 and wherein the system of linked gaming machines comprises the particular gaming machine.

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7 20. (Currently Amended) The method of claim 17 further comprising:

8 associating a bonus hit value with the second particular first game result;
9 incrementing a hit counter in a particular gaming machine;
10 generating a first count value by combining the bonus hit value with a common bonus
11 counter value, wherein the common bonus counter value is associated with bonus hit values
12 generated by one or more gaming machines in a system of linked gaming machines, wherein the
13 system of linked gaming machines comprises the particular gaming machine; and
14 generating a second count value by combining the bonus hit value, the hit counter value,
15 and a common bonus counter value, wherein the common bonus counter value is associated with
16 bonus hit values generated by one or more gaming machines in the system of linked gaming
17 machines, and wherein associating exceeding a particular count value with a win of the bonus
18 game comprises exceeding the second particular count value;

19 wherein associating exceeding the particular count value with [[a]] the win of the bonus
20 game comprises the first count value exceeding a first particular count value or the second count
21 value exceeding a second particular count value.

1 21. (Currently Amended) The method according to claim ~~[[1]]~~ 17, wherein the generating
2 and displaying ~~[[a]]~~ the bonus game result is performed without requiring input from a player of
3 ~~[[the]]~~ a slot machine.

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5 22. Canceled

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7 23. (Currently Amended) The method according to claim 17, wherein the generating ~~[[a]]~~ the
8 bonus game result is performed without requiring input from a player of the first game.

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10 24. (Previously Presented) A method for playing a gaming apparatus, comprising the steps
11 of:

12 generating a first game, wherein a play in the first game comprises randomly generating a
13 first game result;

14 if the first game result matches a predetermined value, then initiating a bonus game,
15 wherein said bonus game includes the steps of:

16 incrementing a count value;

17 determining if the count value exceeds a predetermined threshold;

18 generating and displaying a bonus game result associated with the count value; and

19 awarding a win of the bonus game, if the count value exceeds the predetermined value,

20 wherein generating the first game result and generating and displaying the bonus game
21 result are performed in the gaming apparatus so as to require no additional hardware to generate
22 and display the bonus game result.

1 25. (Currently Amended) The method according to claim 24, wherein the step of

2 incrementing ~~[[a]]~~ the count value includes the steps of:

3 retrieving a previous count value;

4 adding a predetermined amount to the previous count value to generate an incremented
5 count value; and

6 retaining the incremented count value.

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8 26. (Previously Presented) The method according to claim 24, further comprising the step of:

9 resetting the count value to a predetermined amount if the win of the bonus game is
10 awarded.

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12 27. (Previously Presented) A networked gaming system comprising:

13 a plurality of gaming machines connected together;

14 a central counter coupled with each gaming machine; and

15 each gaming machine including:

16 circuitry configured to generate a first game result by displaying a randomly selected
17 combination of symbols;

18 a video display screen for displaying the first game result;

19 an individual counter;

20 said circuitry configured to initiate a bonus game if said first game result matches a
21 predetermined value, said bonus game being other than a random game, which increments the
22 individual counter; and

1 said circuitry further configured to compare the sum of the individual counter and the
2 central counter to a predetermined threshold and either award a bonus game win if the threshold
3 is satisfied or increment the central counter if the threshold is not satisfied.

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6 28. (Previously Presented) The networked gaming system according to claim 27, wherein the
7 circuitry is further configured to perform the award of the bonus game win and the increment of
8 the central counter without requiring input from a player of any of the gaming machines.